Archie ADVENTURE SERIES

NO. 97

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THE WORLD'S MOST WAY PAST COOL COMIC!

SONIC THE HEDGEHOG™

APPROVED BY THE COMICS CODE AUTHORITY

SEGA

10TH Anniversary SONIC

DIRECT EDITION

IN NO TIME AT ALL...
...I HAD UP 'N CREATED...

After ten long years, the iron-fisted rule of DOCTOR ROBOTNIK over planet MOBIUS was believed to have finally ended! With the technological tyrant vanquished and his polluted factories shut down, order and beauty were restored to the city of MOBOTROPOLIS. Now the villain has returned to wreak havoc once more, but there are many who are willing to stand against him in the fight for freedom. The bravest among them is a brash, blue streak who just happens to be the fastest thing alive! ARCHIE COMICS AND SEGA PRESENT... SONIC THE HEDGEHOG!

KRAL BOLLERS • writer NELSON RIBEIRO & HARVEY MERCADOOCASIO • pencils

MY SECRET IDENTITY

KEN PENDERS & PAM ELLUND • inks JEFF POWELL • letterer FRANK GIGLIARDO • colorist

J.F. GABALE • editor/art director VICTOR GORELICK • managing editor RICHARD GOLDWATER • editor in chief

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SWORD OF ACORNS)SQWAAARRK(RESTORE WILL)SQWAAARK(ROBOTNIK)SQWAAARRK(HAS IT.

THAT IS INDEED SIR CHARLES' VOICE, MY PRINCE, BUT I CAN'T UNDERSTAND WHY--

WHAT DON'T YOU GET, MORGAN?

ROBOTNIK HAS THE SWORD-- I SAY WE RETRIEVE IT AT ONCE!

WELL, IF THAT'S THE PLAN, SHOULDN'T SONIC BE RECRUITED? CHARLES *IS* HIS UNCLE AFTER ALL...

PERHAPS YOU'RE...

HOLD ON A MINUTE! IT'S SONIC'S FAULT WE LOST THE SWORD TO BEGIN WITH!

YOU'RE HARDLY BEING FAIR, GEOFFREY--

SALLY, THE DECISION IS YOUR BROTHER'S AND HIS ALONE.

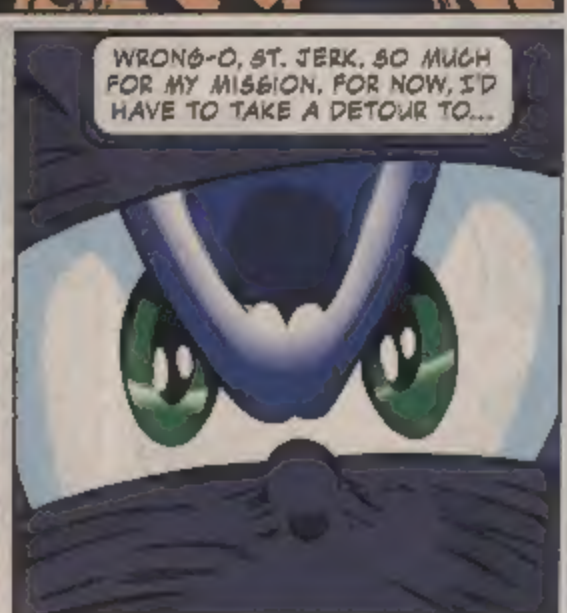
GEOFFREY, YOU AND YOUR TEAM HAD BETTER GET A MOVE ON...

I COULDN'T LET ANYBODY KNOW WHAT I WAS UP TO. NOT MY FOLKS...
...NOT EVEN MY CLOSEST FRIENDS.

ARACHNIS HAD STOLEN THE SWORD. NOW IT'S MY JOB TO FIND...

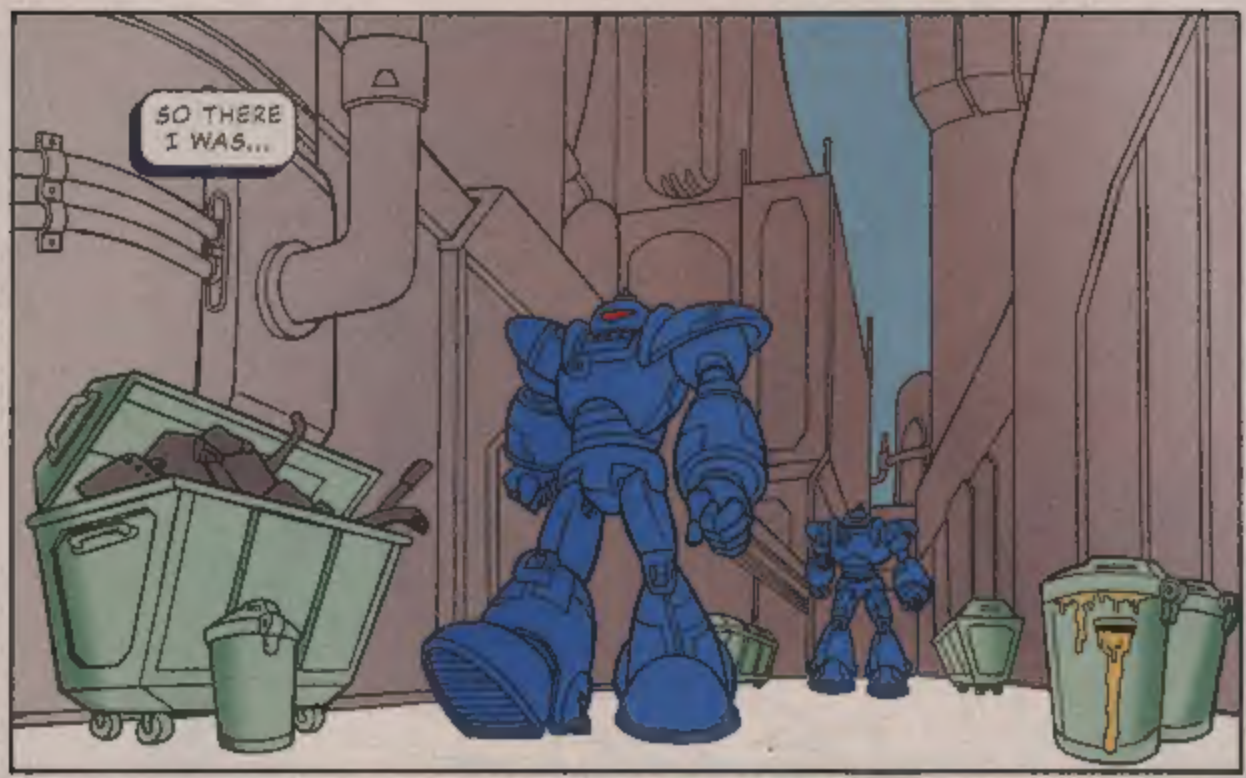
SUDDENLY, I HEARD VOICES BEHIND ME.

FAMILIAR VOICES.
ROBOTNIK'S PROBABLY HIDDEN THE SWORD IN HIS BASE. WE SHOULD ARRIVE THERE BY DAWN.


WRONG-O, ST. JERK. SO MUCH FOR MY MISSION. FOR NOW, I'D HAVE TO TAKE A DETOUR TO...

JULIAN, THIS IS PROFESSOR CHEDDERMUND WHO'LL PROVIDE YOU WITH A RECORD OF OUR TRIP ACROSS THE GALAXY.

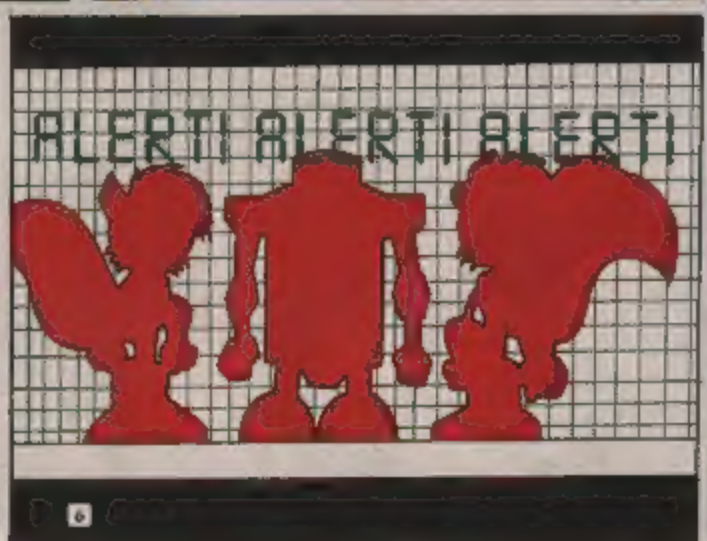
WE TRIED TO FIND A HABITABLE PLANET FOR OUR KIND, WITHOUT SUCCESS.

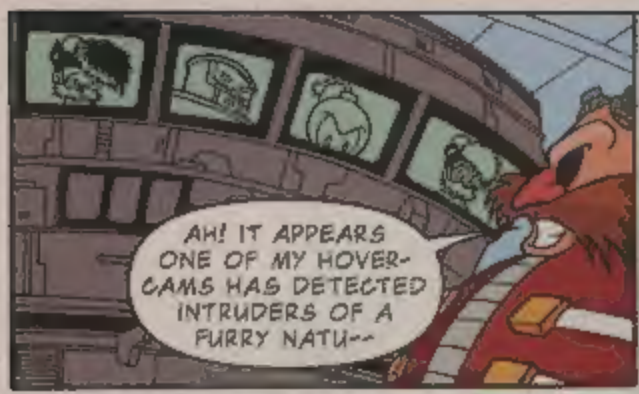

SO THERE I WAS...

THAT WAS CLOSE.
STILL, I FEEL AS IF WE'RE BEING WATCHED...

I MEAN, SOMEBODY HAD TO KEEP GEOFFREY AND HIS CREW OUTTA TROUBLE, RIGHT?

WE'RE ALMOST THERE--KEEP MOVING.


ALERT! ALERT! ALERT!



KEEP OL' "CHEDDAR-BUNS" SEDATED, SNIVELY--THE EXPERIMENT WILL HAVE TO WAIT RIGHT NOW...

...I'VE GOT BIGGER FISH TO FRY!

--IT WAS TOO LITTLE TOO LATE.

AS MUCH AS I HATED BLOWIN' MY COVER, I HAD NO OTHER CHOICE.

OPTI-BURSTS SET TO DISINTEGRATE...

WAIT--WE SURRENDER!

BOOO! DOWN WITH THE FURRIES!
RIGHT THEN...
...I WAS SURE GLAD NO ONE COULD SEE MY FACE. TALK ABOUT EMBARRASSING.

SO WHO ARE YOU? AND WHAT WERE YOU DOING IN THAT ALLEYWAY?
I'M THE SNEAK A FREEDOM FIGHTER FROM SANDBLAST CITY I WAS DOIN SOME RECONNAISSANCE
"WELCOME" TO ROBOTROPOLIS! YOU OF COURSE, KNOW ME BUT I DON'T KNOW YOU
I BELIEVE AN INTERROGATION IS IN ORDER STARTING WITH
...YOU!
AND THAT'S HOW IT WENT FIRST GEOFFREY
THEN HERSHEY.

FOLLOWED BY WOMBAT STU I COULDN'T RISK BEING UNMASKED BY "BUTTON K"
UGH!
NOW THE SYNTHETIC LIFE FORMS
WE'VE GOTTA GET OUTTA HERE, LIKE, YESTERDAY!
I'M IN CHARGE HERE, AND WE'RE HERE TO COMPLETE A MISSION!
FORGET THE MISSION! THIS ISN'T ROBOTNIKS STYLE WHAT DID HE SAY TO YOU?

HE DIDN'T SAY ANYTHING--HE WASN'T EVEN THERE. I JUST COOLED MY HEELS IN ANOTHER CELL.
WE'VE GOT TO LEAVE NOW. YOUR BUDDIES CAN'T BE ROBOTICIZED. THEY'RE ALREADY ROBOTS!
WE DON'T KNOW HOW YOU DO THINGS IN SANDBLAST BUT HERE WE DON'T LEAVE FRIENDS BEHIND!
MAYBE YOU'RE JUST AFRAID OF WHAT'LL HAPPEN WHEN THEY TAKE YOU, COWARD!
THE EGGMAN'S UP TO SOMETHING AND--
THAT DOES IT! I'M OUTTA HERE.
WHO'S WITH ME?!

BOOM
LIKE WHAT HAPPENED?!
WE D.D
HEAVY!
BOMB F GURED T WAS SAFE TO GO EXPLOSIVE ONCE THE TEAM WAS OUT OF BLAST-RANGE!
HURRY--TH S WAY! WE KNOW A WAY OUT!

BOY DID THEY EVER. WHEN DID THOSE TWO BECOME SUCH HEAVY-HITTERS?

WE MADE IT! I HOPE THIS PROVES SOMETHING, "SNEAKY" HIS MAJESTY'S SECRET SERVICE ALWAYS --

WHERE DID HE GO?

WHO WAS THAT MASKED HEDGEHOG?

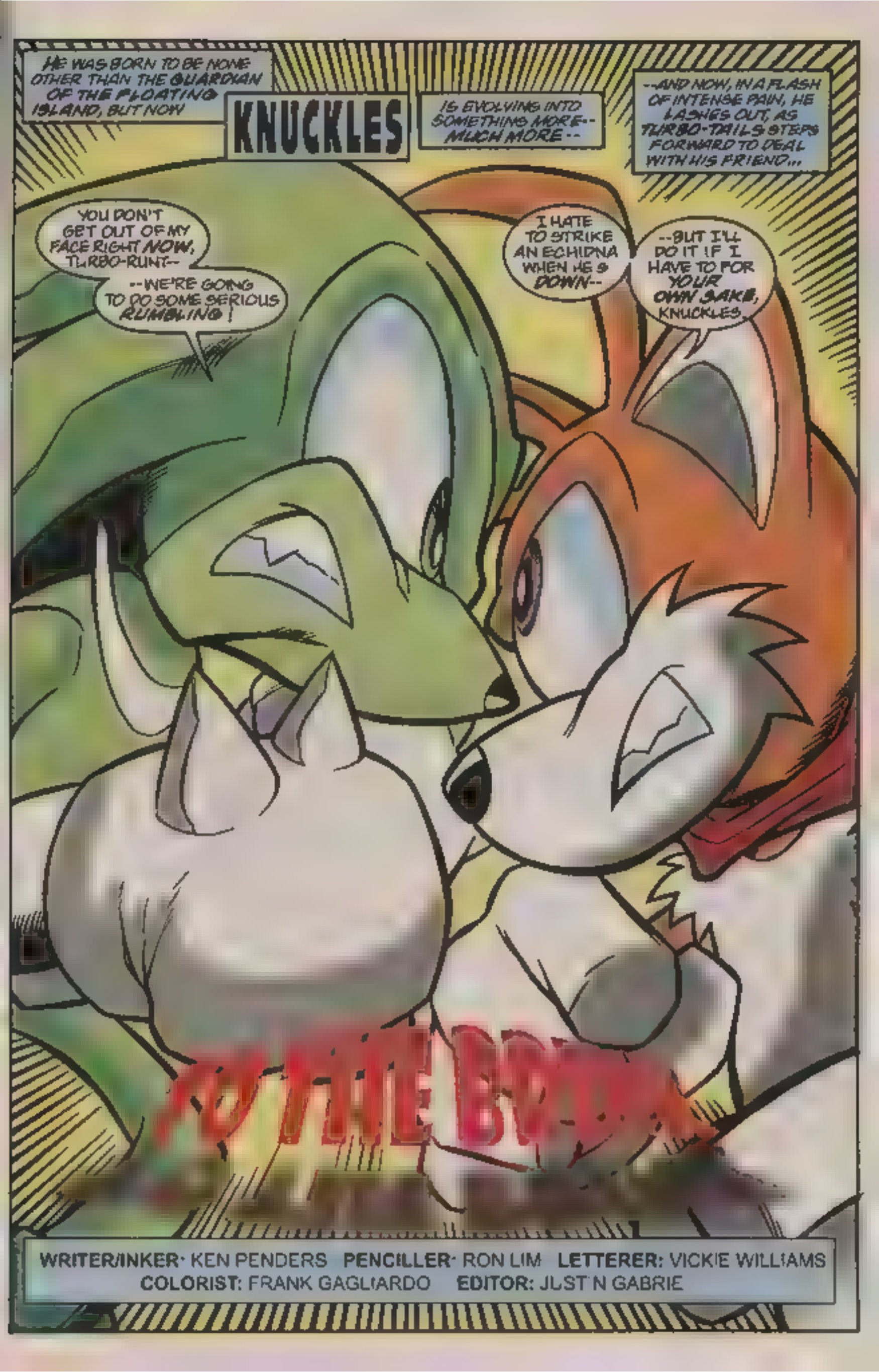
THEY'LL NEVER SUSPECT YOU REPROGRAMMED THE ROBOTS TO ENGINEER THE BREAK-OUT, SIR.

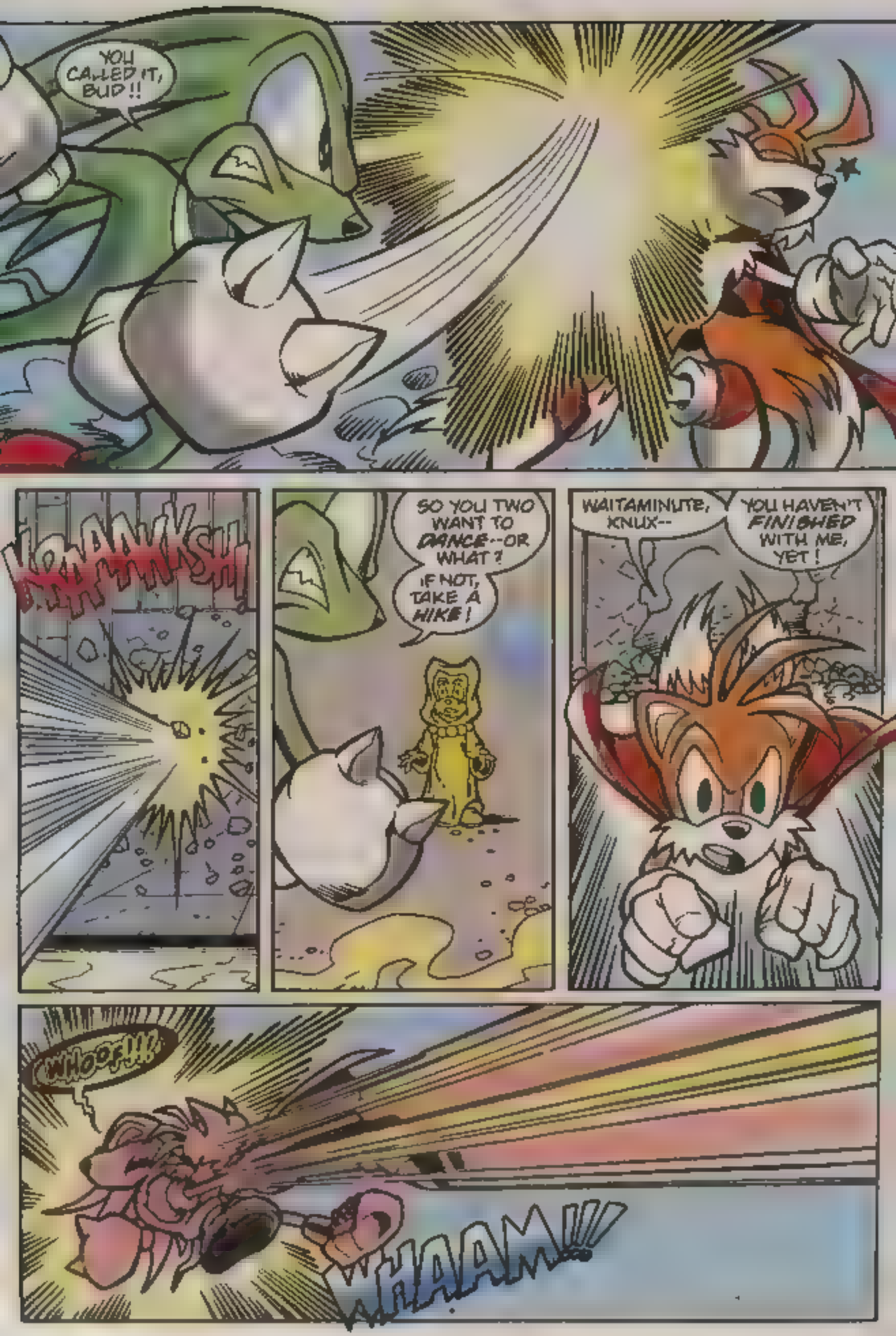
OH, I REPROGRAMMED THEM TO DO MUCH MORE THAN THAT! HO! HO! HO! HO!

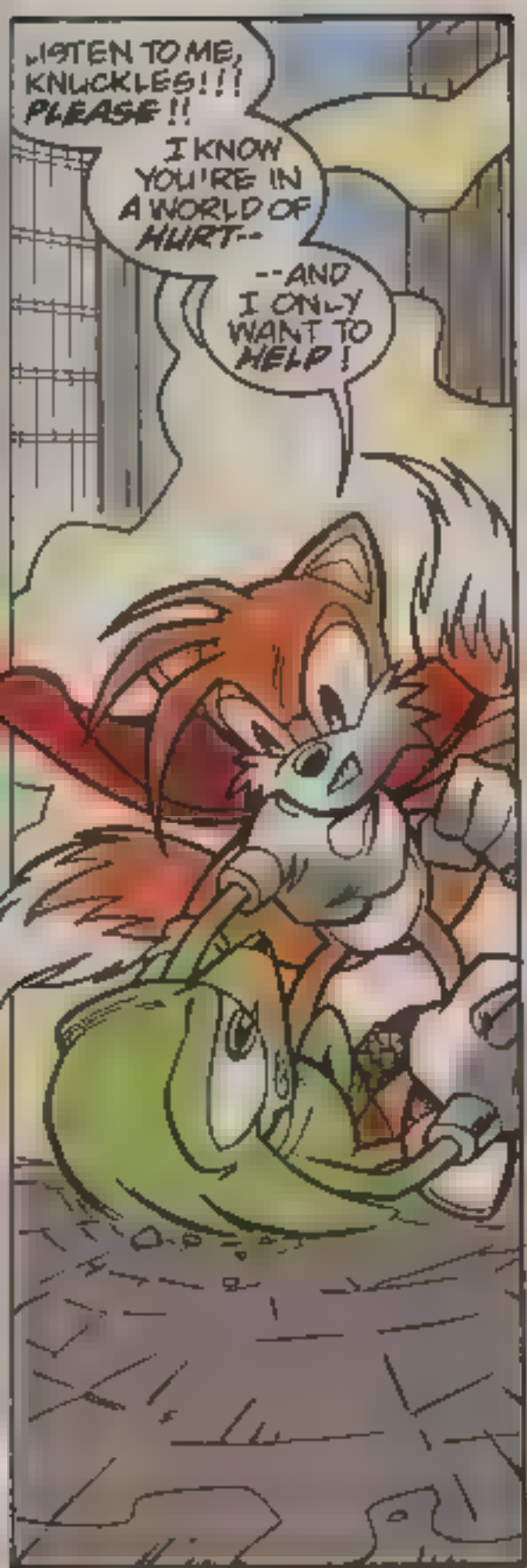
WE DIDN'T RETRIEVE THE SWORD, BUT AT LEAST WE'RE SAFE! LET'S GO!

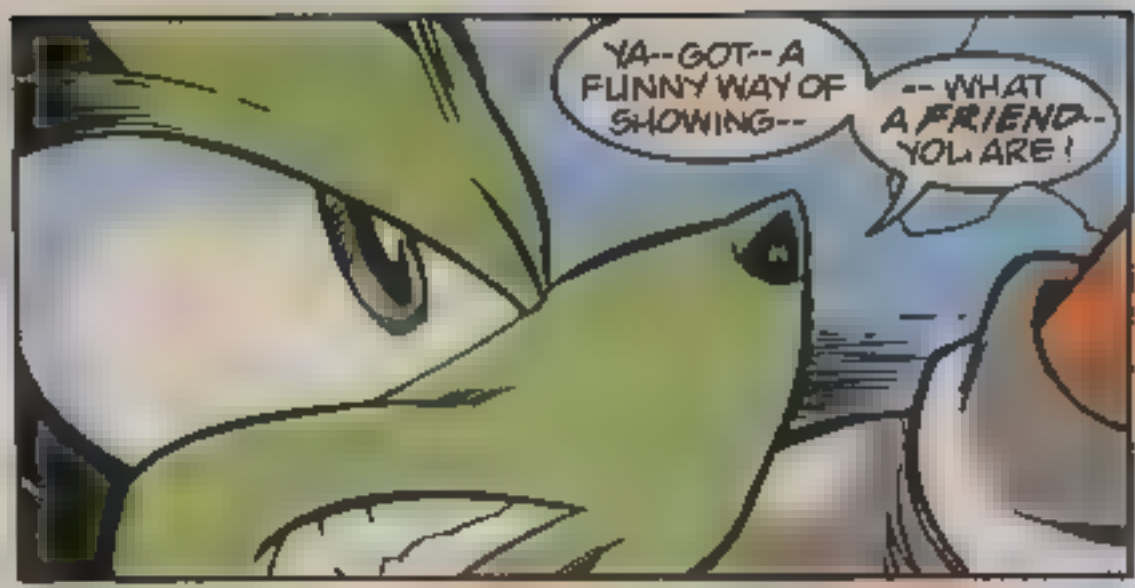
WE'VE ESCAPED BUT IT ALL SEEMED TOO EASY
I MEAN WHY HADN'T ROBOTNIK ERECTED HIS SCRUBBERS ALL AROUND THE CITY TO TRAP US?
IT WAS AS IF HE WANTED US TO MAKE IT OUT THE ANSWERS HAVE TO WAIT
AT THAT MOMENT I HAD TO BEAT GEOFFREY AND COMPANY BACK TO KNOTHOLE
I JUST NEEDED TO STASH MY DISGUISE AND HEAD ON HOME

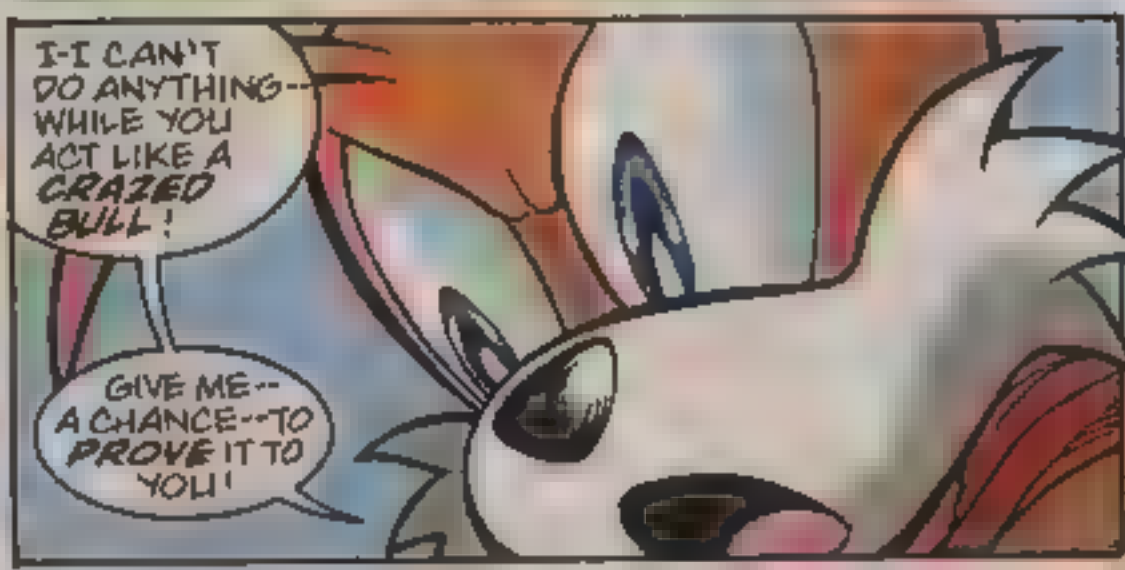
FREEZE, HEDGEHOG!
YOU'RE COMING WITH US!
BUT IT LOOKED LIKE SOMEBODY HAD MADE OTHER PLANS FOR ME.
NEXT:
SONIC ADVENTURE 2!

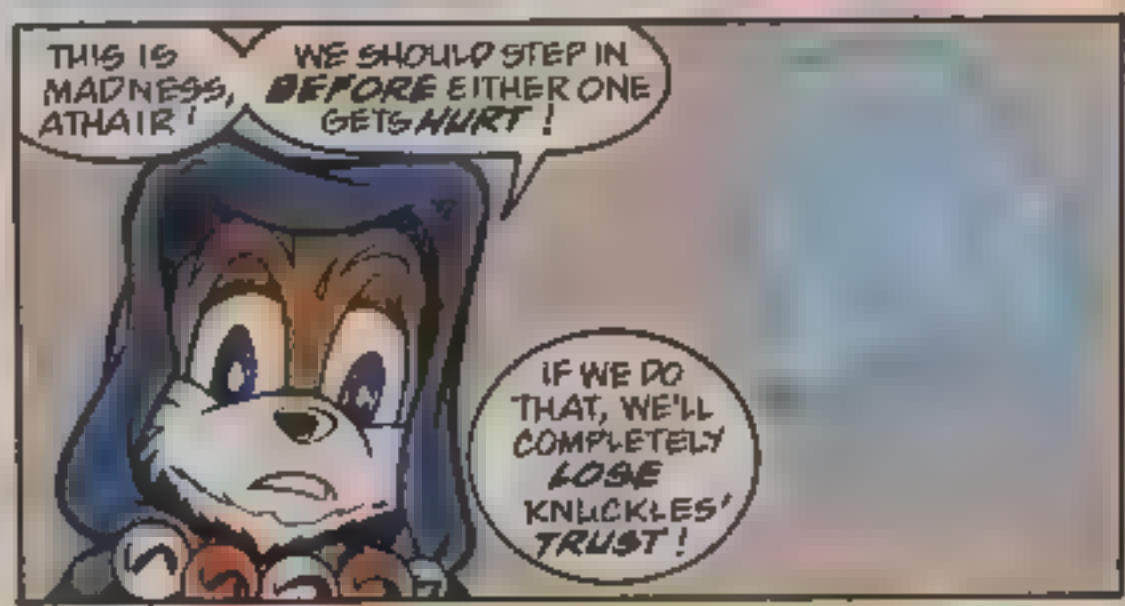

HE WAS BORN TO BE NONE OTHER THAN THE GUARDIAN OF THE FLOATING ISLAND, BUT NOW
KNUCKLES
IS EVOLVING INTO SOMETHING MORE-- MUCH MORE--
--AND NOW, IN A FLASH OF INTENSE PAIN, HE LASHES OUT, AS TURBO-TAILS STEPS FORWARD TO DEAL WITH HIS FRIEND...
YOU DON'T GET OUT OF MY FACE RIGHT NOW, TURBO-RUNT--
--WE'RE GOING TO DO SOME SERIOUS RUMBLING!
I HATE TO STRIKE AN ECHIDNA WHEN HE'S DOWN--
--BUT I'LL DO IT IF I HAVE TO FOR YOUR OWN SAKE, KNUCKLES.
TO THE BRINK
WRITER/INKER: KEN PENDERS PENCILLER: RON LIM LETTERER: VICKIE WILLIAMS
COLORIST: FRANK GAGLIARDO EDITOR: JUST'N GABRIE

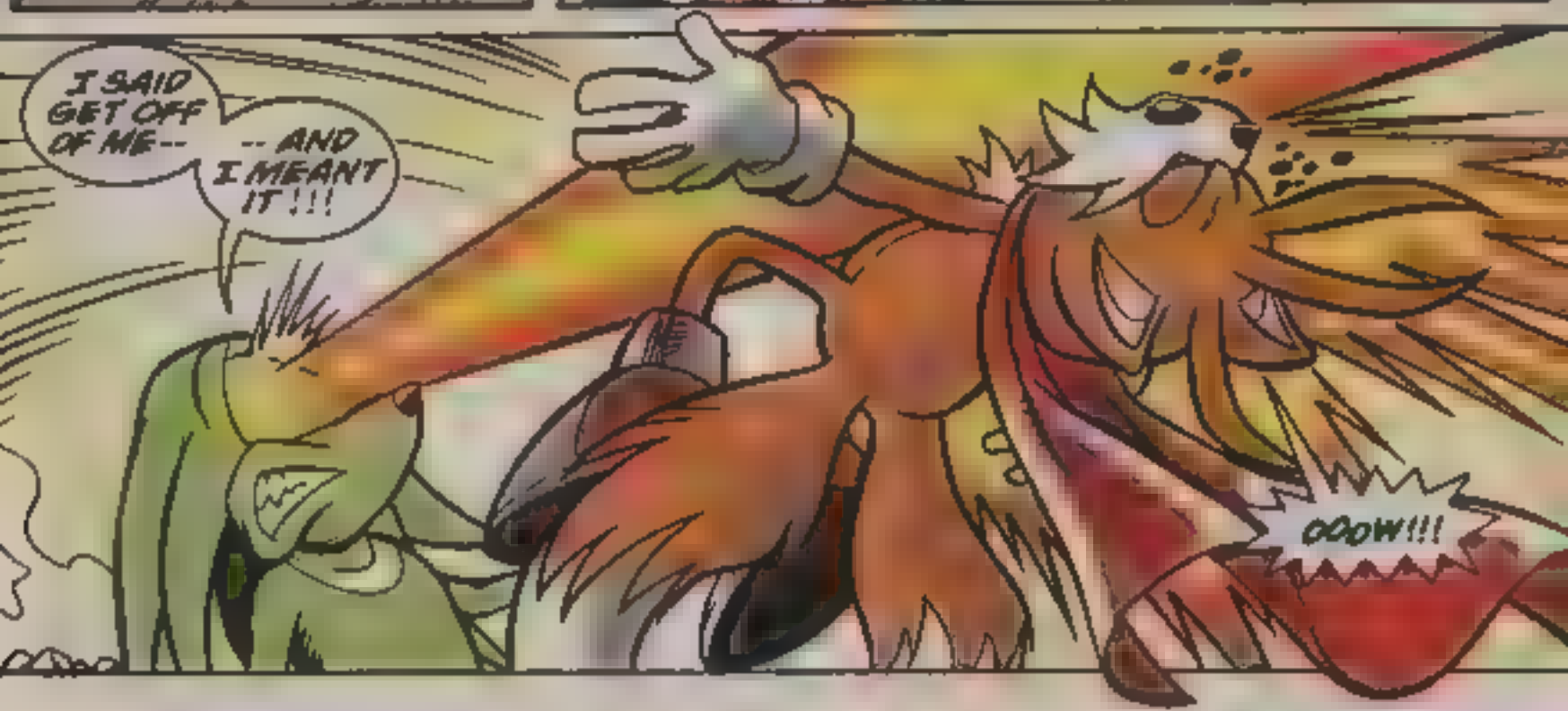

YOU CALLED IT, BUD!!
KRAAKSH!
SO YOU TWO WANT TO DANCE--OR WHAT?
IF NOT, TAKE A HIKE!
WAITAMINUTE, KNUX--
YOU HAVEN'T FINISHED WITH ME, YET!
WHOOF!!!
WHAAM!!!

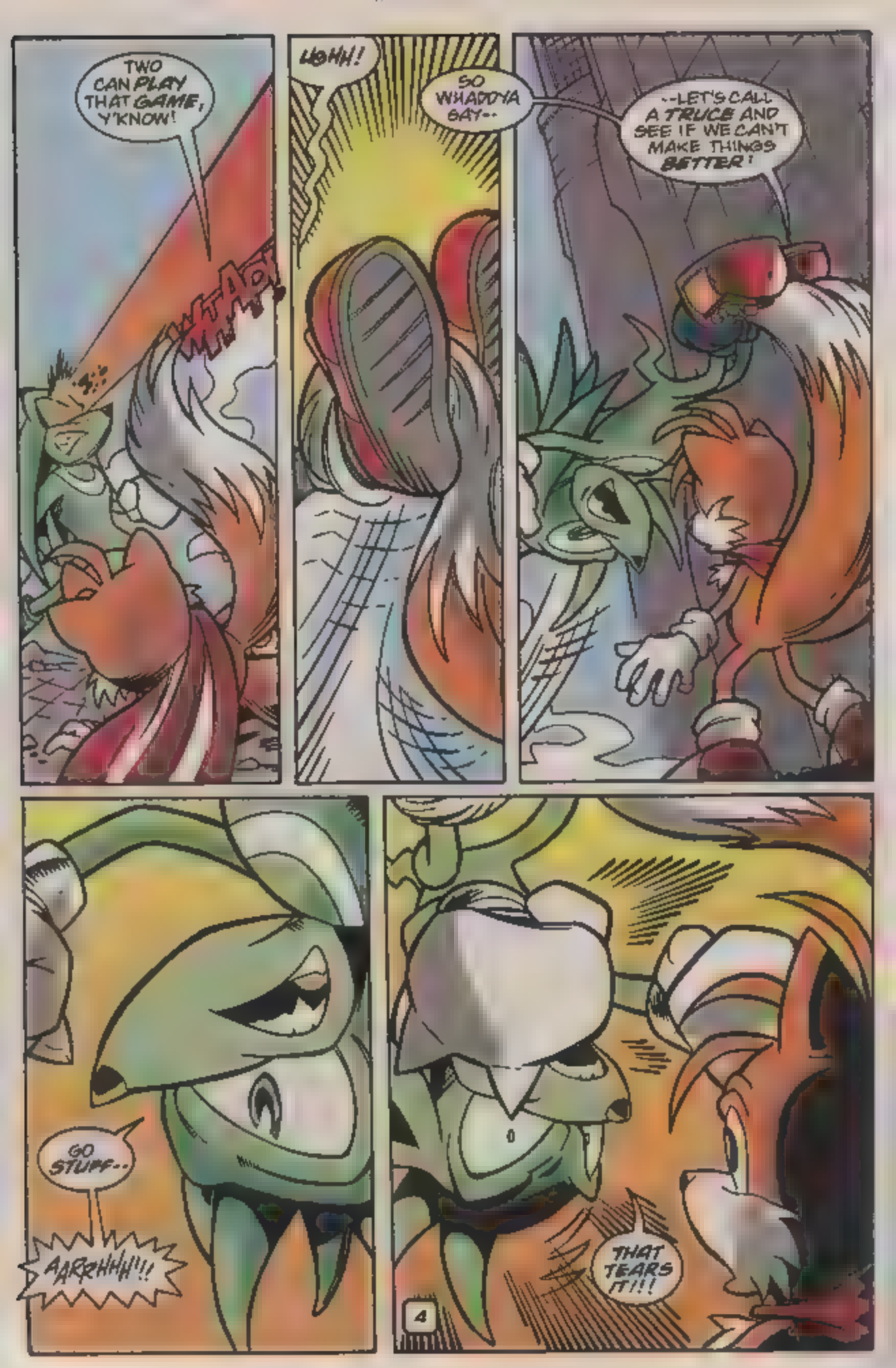

LISTEN TO ME, KNUCKLES!!! PLEASE!!
I KNOW YOU'RE IN A WORLD OF HURT--
--AND I ONLY WANT TO HELP!


YA--GOT--A FUNNY WAY OF SHOWING--
--WHAT A FRIEND--YOU ARE!

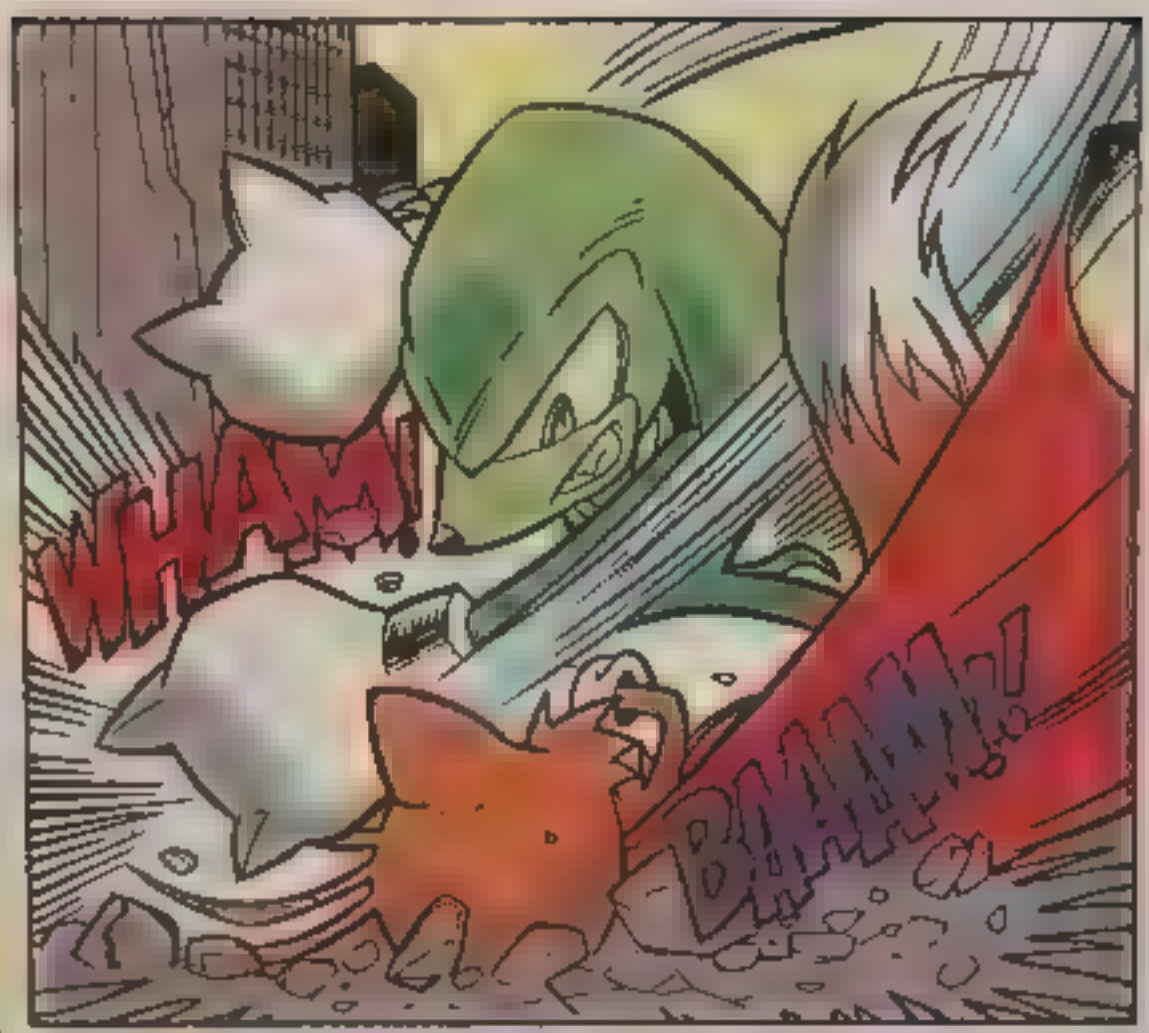

I-I CAN'T DO ANYTHING--WHILE YOU ACT LIKE A CRAZED BULL!
GIVE ME--A CHANCE--TO PROVE IT TO YOU!

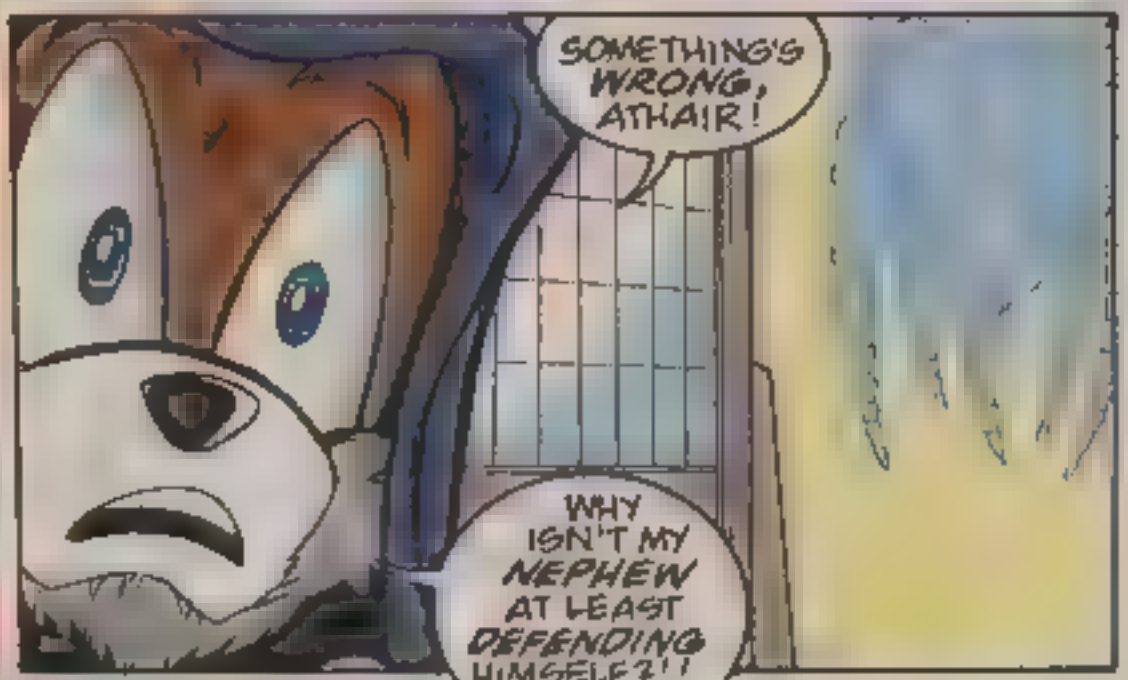

THIS IS MADNESS, ATHAIR!
WE SHOULD STEP IN BEFORE EITHER ONE GETS HURT!
IF WE DO THAT, WE'LL COMPLETELY LOSE KNUCKLES' TRUST!


I SAID GET OFF OF ME--
--AND I MEANT IT!!!
OOOW!!!

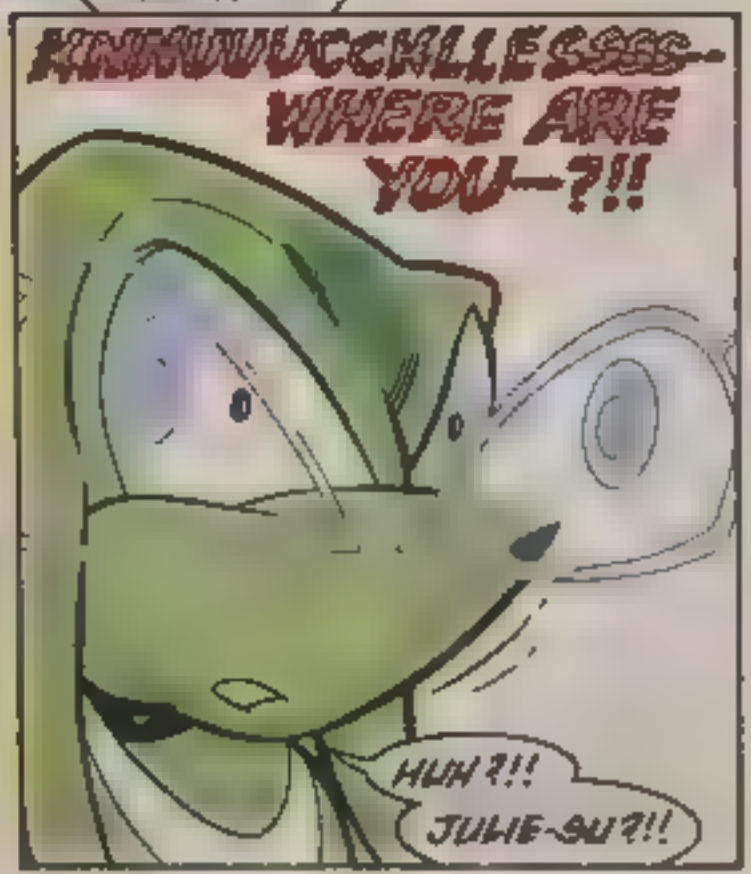

TWO CAN PLAY THAT GAME, Y'KNOW!
WHAD
UGHH!
SO WHADDYA SAY--
--LET'S CALL A TRUCE AND SEE IF WE CAN'T MAKE THINGS BETTER!
GO STUFF--
AARRHHH!!!
THAT TEARS IT!!!
4

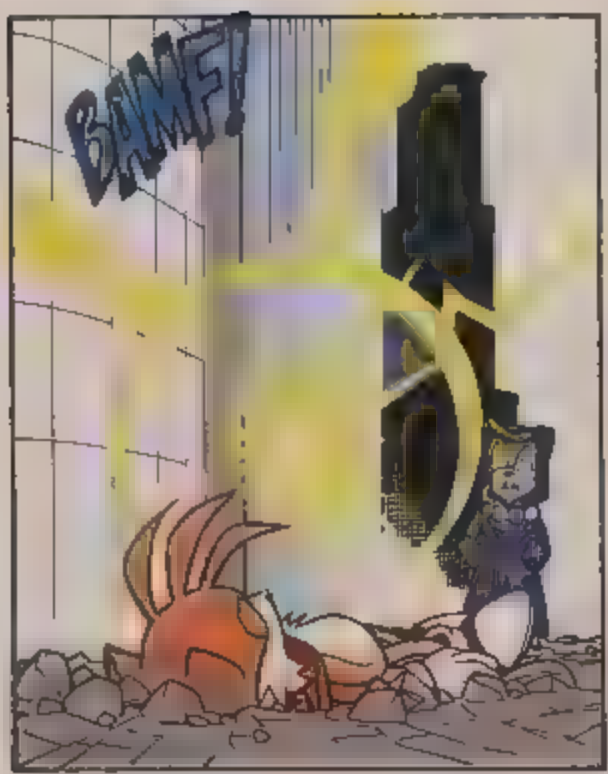
BAAAM!

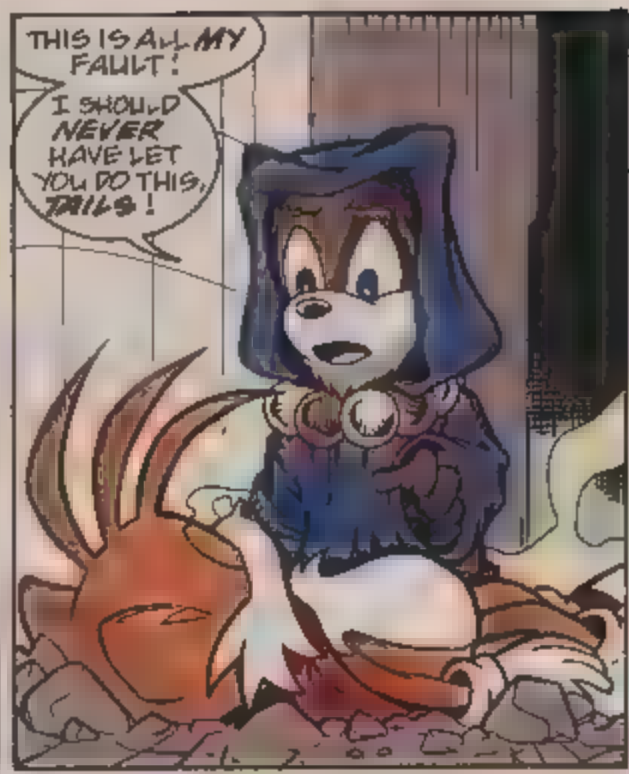

WHAM!
BAAAM!


SOMETHING'S WRONG, ATHAIR!
WHY ISN'T MY NEPHEW AT LEAST DEFENDING HIMSELF?!!

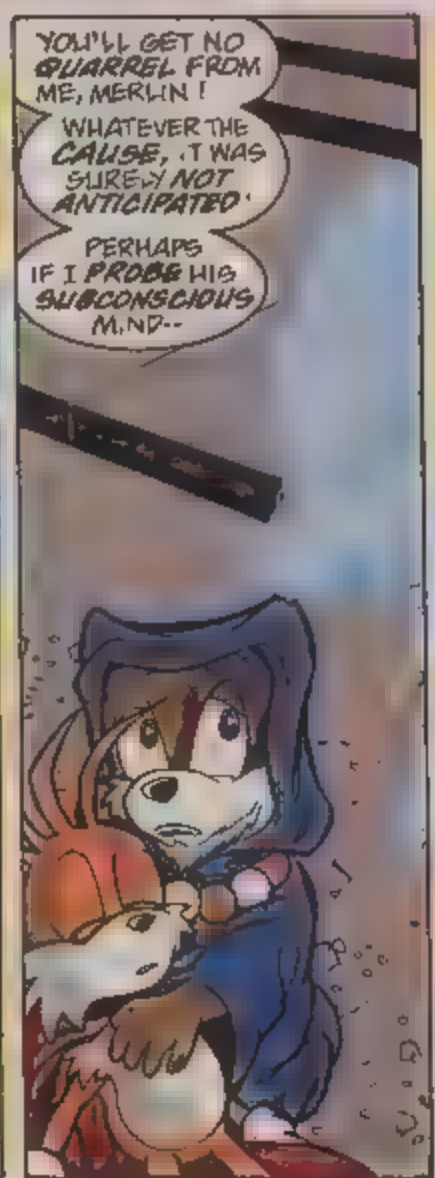
ALL I ASKED WAS TO BE LEFT ALONE--
5


KNNNUUCCKLLESSSS-- WHERE ARE YOU--?!!
HUH?!! JULIE-SU?!!


BAMF!


THIS IS ALL MY FAULT!
I SHOULD NEVER HAVE LET YOU DO THIS, TAILS!

WHAT ON MOBIUS WENT WRONG, ATHAIR?
TURBO-TAILS AND ABILITIES FAR SONIC OR HYPER-KNUCKLES!


YOU'LL GET NO QUARREL FROM ME, MERLIN!
WHATEVER THE CAUSE, IT WAS SURELY NOT ANTICIPATED.
PERHAPS IF I PROBE HIS SUBCONSCIOUS MIND--

NO WONDER!
WHAT, ATHAIR?
WHAT HAVE YOU FOUND?

AS ASTOUNDING AS IT MAY BE, THAT IS NOT YOUR NEPHEW YOU HOLD IN YOUR ARMS--

--BUT RATHER HIS [illegible]

HIS WHAAAT?!!!

THAT CREATURE IS NOT THE TAILS OF THIS WORLD, BUT INSTEAD SOME OTHER-WORLDLY DUPLICATE!

BUT HOW?

AND WHERE DID HE-- OR IT- COME FROM?

A CONUNDRUM FOR WHICH EVEN I HAVEN'T ANY ANSWERS!

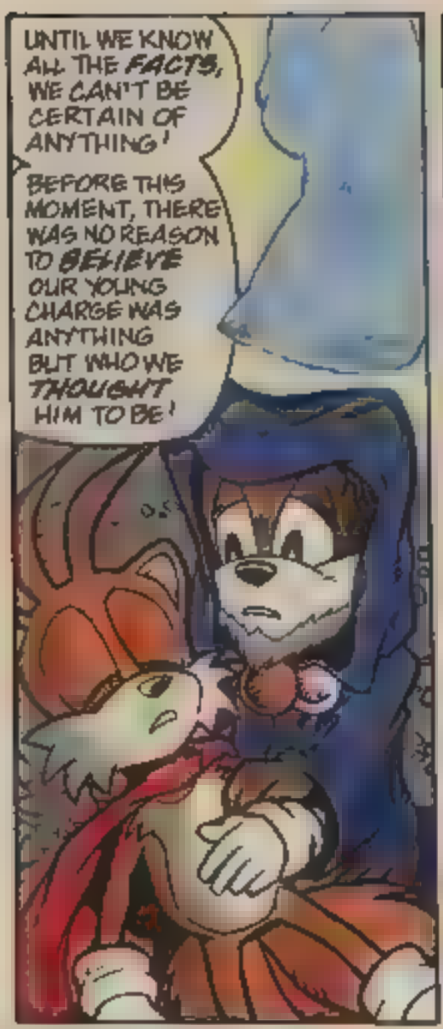
AT LEAST NOT YET!

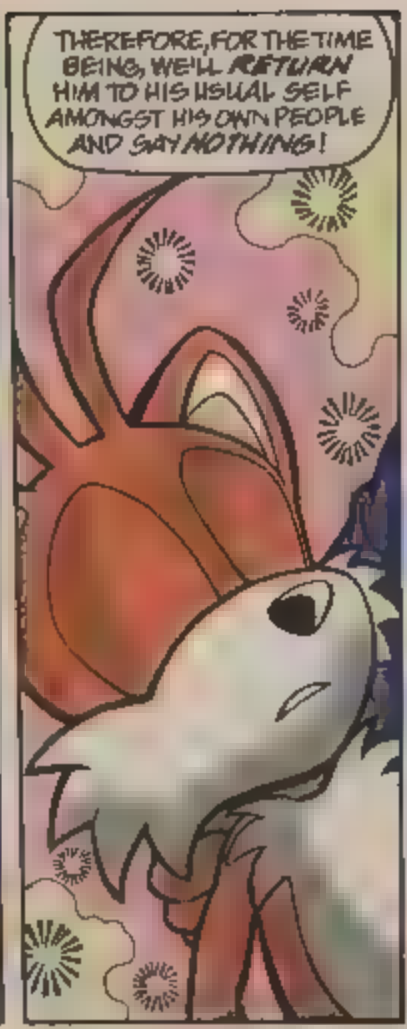
WELL, WE'D BETTER FIND THEM, AND FAST!

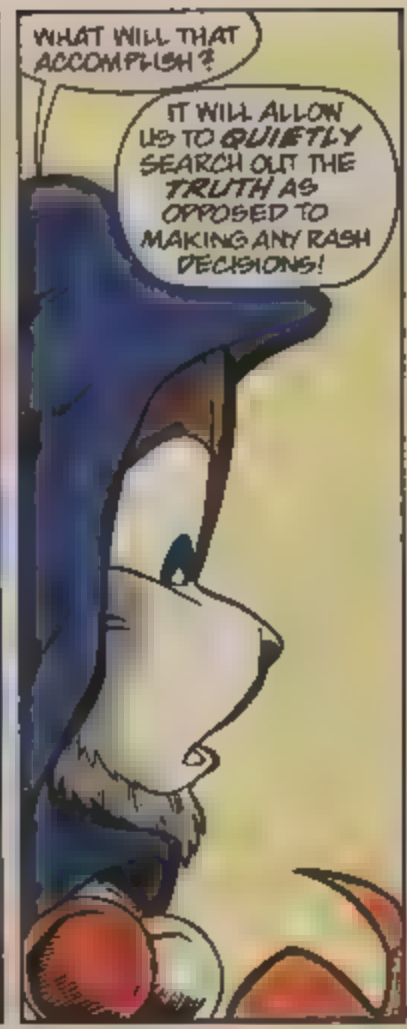
THERE'S NO TELLING WHAT PREDICAMENT OUR TAILS MAY BE IN!

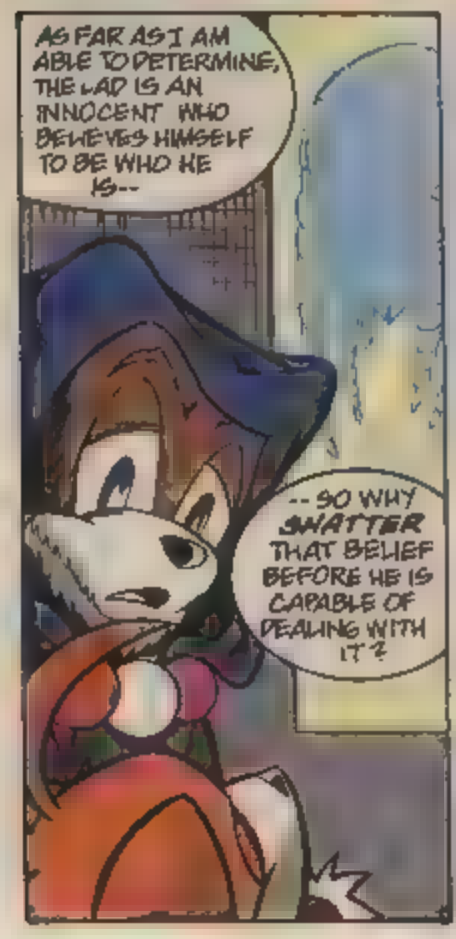
THAT'S IF THERE IS A TAILS THAT BELONGS TO THIS PLANE OF EXISTENCE!

WHAT DO YOU MEAN, "IF"?









NEXT ISSUE: ARE YOU READY FOR **MORE SONIC ADVENTURE?** BE HERE IN 30 DAYS!

NOTE TO CONTINUITY BUFFS: WE RETURN TO OUR ORIGINAL STORYLINE IN SONIC #99 — — ALONG WITH THE **DARK LEGION**, NO LESS! 'NUFF SAID!

LAUREN ANDERSON
THUNDER BAY, ONT. CANADA

LEVI LITTLE
PARKERSBURG, WV

SONIC FAN ART

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10543-0419
ART WILL NOT BE RETURNED!

ERAN LIMOR
MILFORD, NH

NOLAN WESLEY
LOUISVILLE, KY

SONIC-GRAMS

THIS JUST IN! WITH KEN PENDERS

Now that you've enjoyed this issue's installments of the latest developments in the lives of our heroes (well, you did, didn't you? And if you didn't, go read them first and then come back here), it's time for me to yak about what's coming up next.

Obviously, our momentous 100th issue is just three issues away, but when has that ever stopped us from doing something special when you least expect it, and boy, do we ever have something unexpected up our sleeves. Next issue, we're interrupting our usual Sonic and Knuckles storylines for something completely different.

We've done game adaptations before, but nothing quite like this. In fact, we even had to be careful where we put it on the schedule so that our efforts wouldn't spoil the surprises awaiting the game-buying public eagerly anticipating the latest Sonic adventure. Because of the super secret nature surrounding the whole thing, all I can say is that our SONIC ADVENTURE 2 is more than just a game adaptation or a tie-in. We're going to be introducing new characters that will become part of our Sega-inspired universe, as well as giving some history which connects to some of our already established characters. So this is one issue you definitely won't want to miss!

On other fronts, we've been getting questions regarding the Fan Art Page, which I will address real soon (I promise! Just keep those drawings coming in the meantime), the Find-Your-Name-In-Print page and other matters along those lines, and I thought I'd give everyone here the straight scoop.

While we do everything we can to recognize the efforts of our readers who interact with us via letters, drawing, e-mail, etc, sometimes it's not possible to fit everything due to a limited amount of space. We have 32 pages to play with, and it's a mix of story and advertising that determines what else we can fit in. Sometimes, as much as we hate to, we have to lose something, so more often than not, it's usually the Find-Your-Name page which goes, as we'd rather keep the fan art page ('cause you guys do some pretty terrific work, and we sure get a kick checking it out). When we do have the room, rest assured you'll see all your favorite features.

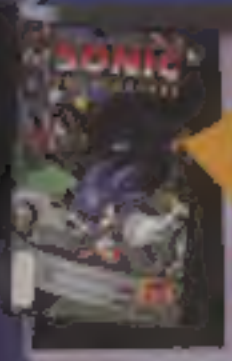
And if you have suggestions on how to improve things around here, don't be shy in letting us know. Take care.

As ever,

KEN—

Send letters to:
SONIC-GRAMS
#97
c/o ARCHIE COMIC PUBLICATIONS, INC.
P.O. BOX 419
MAMARONECK, N.Y. 10543-0419
E-MAIL:
KenPenders@kenpenders.com
WEBSITE:
www.archiecomics.com
SEGA WEBSITE: www.sega.com

Note: Due to the overwhelming amount of e-mail and snail mail, it is impossible for us to reply personally to each and every message. However, your opinions are important to us and each message will be read. Also, due to space limitations, some correspondence may be edited.
Thanks for understanding!



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Next issue:

WHO — or WHAT — is the mysterious super secret project code-named SHADOW? And how will this development affect everyone's favorite hedgehog? We'd tell you more, but we've been sworn to secrecy ourselves. All we can say is that the lead story was scripted by Karl Bollers, with art by none other than Spaz himself and inks by Harvo. As for the back-up story, the script was by yours truly, with art by Ron Lim and inks by Pam Eklund. Reserve your copy now with your local comic retailer, okay!

One last bit of business before getting to the Sonic-grams concerns; a nifty piece of fan art put together by Christopher Fried of Spring Grove, MN. Chris, that was a beautiful piece of work, but unfortunately, with the method we use for printing art, there's just no way we could print your piece without it looking like quite a mess. Rest assured we thought it was great, and it's currently hanging over my desk.

NOW TO YOUR LETTERS:

Dear Sonic-grams,

My name is Melody St. John (no relation to Geoffrey), but you can call me Sonic Boom (since I'm a fan of Sonic). I love the OH panels, and I think they are funny. I also have a few questions to ask: 1) In what issues of KNUCKLES or SONIC did Rob O' the Hedge first appear? 2) Will we see Sonic Underground again? I miss them. 3) What caused that weird green glow that Knuckles now has? 4) How can I get issues #11, 19 and 25? 5) What kind of animal is Mina?

On another note, I think that Sonic should have a movie. Now that would be a totally way past cool idea! Please put my letter in your comic. See ya!

Your true blue fan,
Melody "Sonic Boom" St. John, West Chazy, NY

As you can see, Melody, I did use your letter, but for all you would-be letter writers out there, the main reason I did was because she asked a couple of questions that a lot of readers have been asking. So, here are the answers:

1) Technically, Rob first appeared on the last page of KNUCKLES #11, but we didn't find out who he was until SONIC #58, which went on sale a couple of weeks after that. 2) Not likely, as those characters really never fit into the continuity we've been establishing for the past several years, and we have more than enough characters to keep track of as it is. 3) Knuckles' condition is a result of several factors, all of which combined to create his current state of being. To begin with, Knuckles was born with enhanced abilities because his father Locke played around with his DNA before he was born. Then years later, he was experimented upon by Dimitri, which accelerated Knuckles' mutation. Then you have the fact he's going through puberty, compounded with stress during his adventure in Albion, resulting in his glands going wild and allowing the mutation to fully develop. And when the echidnas later subjected Knuckles to the Chaos Syphon, that only made matters worse. 4) You can check various comic book retailers who may carry back issues, but your best bet would probably be to search the internet, particularly the website EBAY. Be prepared, however, to pay up to several times above cover price as all three are extremely hard-to-come-by issues, especially in good shape. I should also mention that anyone trying to do business on the internet should do so only with the permission and/or supervision of their parents, as they'll probably need their parents to complete the transaction anyway. 5) Mina's a mongoose. And, yeah, we think the idea of a Sonic movie is way past cool, too!

Dear Sonic-grams and good friend
Sonic the Hedgehog,

I haven't written in over two years (when I moved, none of the local stores sold Sonic comics), but I'm back! I'm glad that you guys still have the World's Most Way Past Cool Comic, and now that I'm moving again I can continue collecting your comics. I didn't have any new issues so I kept myself occupied by reading the other issues I had. I started reading #15 and my parents helped me buy the back issues, so now I have a complete collection up to #71, except Sonic Firsts. I might start collecting the comics again, although I can't afford all of the back issues I missed.

Anyway, I read Sonic-grams from the issue I just got (from my future home town), and I see a lot of positive comments on the art. I think the new style is okay, but I'm going to miss the older art and graphics from earlier in the series.

After all of the years I missed, I'm glad to see that the attitude of the Sonic comics hasn't changed, and I know that Scott Fulop has left the editor's job in very capable hands.

Your friend,
Karen Hume

P.S. I hope I can get issue #100. I'm sure it will be a good one.

We hope that you get to read it as well, Karen, and I'd like to thank you for giving me the opportunity to talk about some of the biggest problems anyone faces when doing a long running series like this one. The biggest one is getting the comics to the newsstands so you can buy them in the first place, and in today's competitive environment where shelf space is at a premium, it's more difficult than ever. That's why if you or anyone reading this has a problem finding issues on a regular basis, at the risk of sounding like a corporate shill, why not order a subscription using the convenient form printed in every issue? That way you're sure never to miss out on the fun.

As for the art not looking like it did way back when, that's part of growing and adjusting to ever-changing tastes in the readership. If we kept doing the same ol' same ol' month after month, our readers would get bored and look elsewhere for their fun.

And because you did give us a try once again, we hope a copy of one of our SONIC SUPER SPECIALS that's now heading your way in the mail helps get you back up to speed. Enjoy!

Dear Sonic-grams,

I have just started collecting your Sonic magazine two months ago, and I heard there used to be a KNUCKLES series. I hope it comes back, but at least I'm enjoying Sonic. I've seen Tails turn super, but why can't he turn hyper, too? Sonic and Knuckles can use the emeralds to become super and hyper, but can they do anything else?

Mirh Thuy, Australia

I hope I spelled your name right, as that was the best I could make out. In regards to your queries, as you've learned in the recent storyline Tails goes TURBO, not super or even hyper. As for Sonic and Knuckles, for the purposes of our continuity, I seriously doubt you'll see any other variations.

On that note, keep your cards, artwork, letters, JPEGS, and e-mails coming to us at the usual addresses, including my own: Sonic@kenpenders.com

For those of you planning to attend the San Diego Comic Convention, I'm scheduled to appear at the Artists Alley all four days. Check out the Convention page on my website www.kenpenders.com for further details. Take care.

Cover illustration by
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